

Appl. No. 10/025,319
Supplemental Amendment, dated September 24, 2003
Supplementing the Amendment dated September 23, 2003

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

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Listing of Claims:

1. (canceled)

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2. (currently amended) The server according to claim 7, wherein:

the means of notifying is configured to select the one or more virtual game players from the virtual game player list, and to send the selected virtual game players' names to the actual game players; and

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the selected number of virtual game players equals a number of actual game players lacking from the competitive game.

3. (canceled)

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4. (previously presented) The program storage medium according to claim 8, wherein:

the notification program is configured to select the one or more virtual game players from the virtual game player list, and to send the selected virtual game players' names to the actual game players; and

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the selected number of virtual game players equals a number of actual game players lacking from the competitive game.

5. (canceled)

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6. (previously presented) The method of claim 9, wherein the notification step includes:

5 selecting the one or more virtual game players from the virtual game player list, wherein the selected number of virtual game players equals a number of actual game players lacking from the competitive game; and
sending the selected virtual game players' names to the actual game players.

7. (previously presented) A server, operating with a competitive game program and a virtual game player list, and being configured for use on a network supporting a competitive game service for a number of actual game players to competitively play with one another, comprising:

10 a means for activating, configured such that when an actual game player receives the competitive game service, and the number of actual game players available to competitively play is below a predetermined number, the competitive game program is
15 activated to operate as one or more virtual game players selected from the virtual game player list, wherein the virtual game players competitively play with the actual game players on the competitive game service; and

a means for notifying the actual game players of the availability of the selected virtual game players to competitively play, the means for notifying being configured such
20 that the virtual game players appear to the actual game players as actual game players.

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8. (previously presented) A program storage medium for use in a server, the server operating with a competitive game program and a virtual game player list, and the server being configured for use on a network supporting a competitive game service for a number of actual game players to competitively play with one another, comprising:

5 an activation program configured such that when an actual game player receives the competitive game service, and the number of actual game players available to competitively play is below a predetermined number, the competitive game program is activated to operate as one or more virtual game players selected from the virtual game player list, wherein the virtual game players competitively play with the actual game
10 players on the competitive game service; and

 a notification program configured to notify the actual game players of the availability of the selected virtual game players to competitively play, the notification program being configured such that the virtual game players appear to the actual game players as actual game players.

15 9. (previously presented) A method for providing one or more virtual game players on a network supporting a competitive game service for a number of actual game players to competitively play with one another, comprising:

 activating a competitive game program to operate as one or more virtual game
20 players selected from a virtual game player list, the step of activating being conditioned on the event that an actual game player receives the competitive game service, and the number of actual game players available to competitively play is below a predetermined number, wherein the virtual game players competitively play with the actual game players on the competitive game service; and

25 notifying the actual game players of the availability of the selected virtual game players to competitively play, wherein the virtual game players appear to the actual game players as actual game players.

30 10. (previously presented) The server of claim 7, wherein the competitive game program is configured to support playing, as a two-player competitive game, one or more games selected from the group of: mah-jongg, shogi, igo, chess and othelo.

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11. (previously presented) The server of claim 7, wherein the competitive game program is configured to support playing a tournament composed of a plurality of the same kinds of games.

5 12. (previously presented) The server of claim 7, wherein the means for notifying is configured to select a virtual game player of a player class similar to that of an actual game player to be notified.

10 13. (previously presented) The server of claim 7, wherein the means for activating is configured such that actual game players may review their games after such games are completed.

14. (previously presented) The server of claim 7, wherein that the game players may review their games after such games are completed.

15 15. (previously presented) The server of claim 7, wherein the means for activating is configured to provide game players with a training program to develop their playing skills.